

CLAIMS

- Sub
a1
1. ~~A method of managing keyboard events for navigating a graphical user interface configured in the form of a tree of graphical elements, wherein each graphical element of the tree is associated with a list of keys and wherein each key listed in said lists is associated with an action to be initiated on receipt of a keyboard event corresponding to said key and said graphical element.~~
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2. ~~A method according to claim 1, wherein one graphical element is active and one keyboard event is detected by the interface, the method including the following steps:~~
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- ~~- comparing said keyboard event to the keys listed in said lists, starting with the list for the active component and working back up said tree, and~~
 - ~~- initiating the action associated with the first key corresponding to said keyboard event.~~
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3. ~~A portable system having a graphical interface including a keyboard, a screen and an interface management unit, wherein the management unit employs a method of managing keyboard events according to claim 1.~~
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4. ~~A system according to claim 3, wherein the system is a mobile telephone.~~
5. ~~A system according to claim 3, wherein the system is a pocket organizer.~~
- Add
a2

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